MISSION COBRA

INSTRUCTION MANUAL

BUNCH GAMES

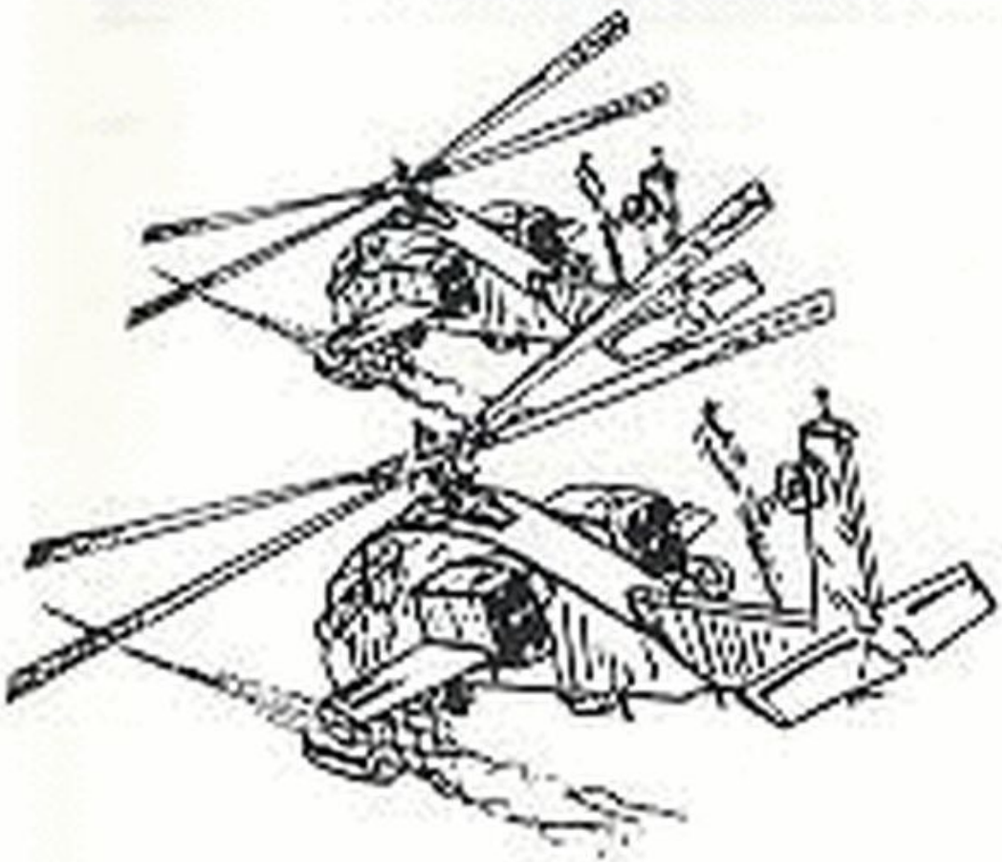
MISSION COBRA CONTROL SUMMARY

Controls

Control Pad Arrows: Controls the direction of the chopper.
Button A: This is the firing button.
Select Button: Moves cursor to select options on the screen.
Start Button: Starts the game. Also freezes the game.

Special Objects

Firing Weapon Selection: Gives you a variety of firing patterns.
Energy Cell: Replenishes 10 energy points.
Energy Reservoir: Fully replenishes energy points to 66.
Energy Shield: Prevents your chopper from loosing energy points for a few seconds.
Enemy Missile: Depletes 3 energy points.
Patrolling Chopper: Carries energy pockets capable of replenishing 5 energy points each.



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I. INTRODUCTION

Searing gunfire inflicts heavy damages on both sides as you slice into a murderous squadron of enemy fighter jets. As the commander of a fast and powerful helicopter, you must face an intense struggle against a pair of patrolling choppers before you are allowed to turbo-boost through enemy defenses to reach the motherships. Only with fast reaction and uncanny accuracy can you defeat the motherships which launch a seemingly endless arsenal of weapons.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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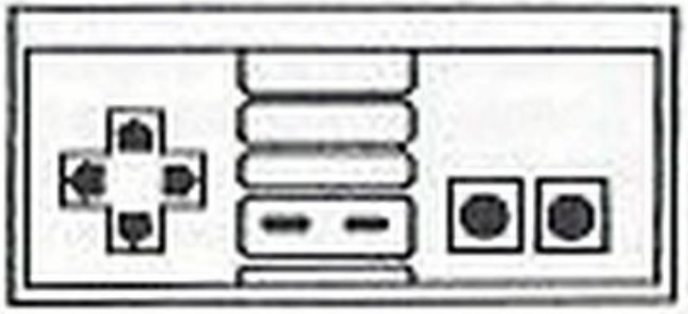
II. GAME CONTROL



Control Pad Arrows: Controls the direction of the chopper.

Button A: This is the firing button.

Select Button: Moves cursor to select options on the screen (When using a double players mode, only the first player can use the Select Button.).

Start Button: Starts the game. Also freezes the game.

III. GAME MECHANICS

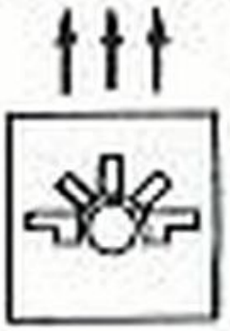
Even a fast and powerful chopper like the COBRA can not survive a complete enemy strike force without the skill of an experienced commander. You will have to know how to fully utilize special firing weapon selections and be able to spot and gather approaching energy cells and reservoirs even in the mist of heavy gunfire. Energy reading appears on the bottom of your screen. Each player will start out with 66 energy points. Substantial energy points are lost if you are hit by a missile. During normal operation, the COBRA will also consume small amounts of energy points. However this consumption will stop when the energy meter reaches zero.

You will first encounter squadrons of enemy jets, then face a pair of patrolling choppers just as powerful as the COBRA. Defeating this pair, you will then hyperboost your way towards a mothership. See if you can find the strategy to beat the mothership.

IV. FIRING WEAPON SELECTIONS

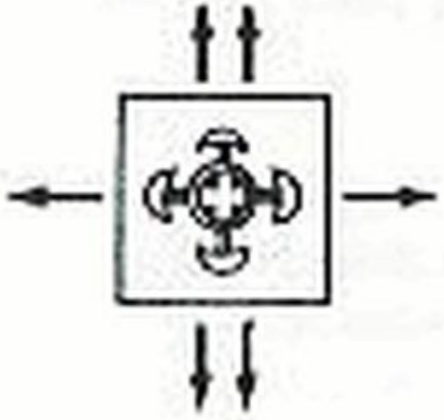
SINGLE FIRING

DOUBLE FIRING



TRIPLE FIRING

Many players have a preference for a specific type of weapon. When you see the desirable firing weapon, steer towards it. Upon contact with the symbol you will have the new firing capability plus 5 additional energy points.



FOUR-WAY FIRING

TRIPLE ANGLED FIRING

V. ENERGY

Look for the following objects to replenish your energy levels.

ENERGY CELL

Energy Cell: Replenishes energy level by 10 points.

ENERGY RESERVOIR

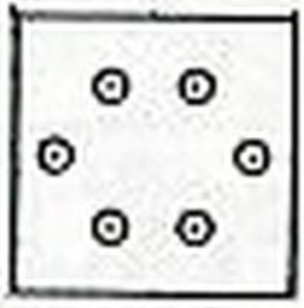
Energy Reservoir: Restores energy level to 66 points.

ENERGY SHIELD

Energy Shield: Retains the same energy level for a few seconds.

VI. ENEMIES

BLACK PATROLLING CHOPPER



ENERGY POCKETS

Black Patrolling Choppers are bad news to most players. But avoiding these choppers is not always a smart thing to do since you can gather up to 6 Energy Pockets equivalent to 30 energy points for every chopper you defeat.

MISSILE

Missiles: Most enemy craft attack from the front or the rear. Many players are often unaware of approaching missiles from both sides.

VI. ENEMIES (Continued)

FLYING SAUCER

SONIC JET

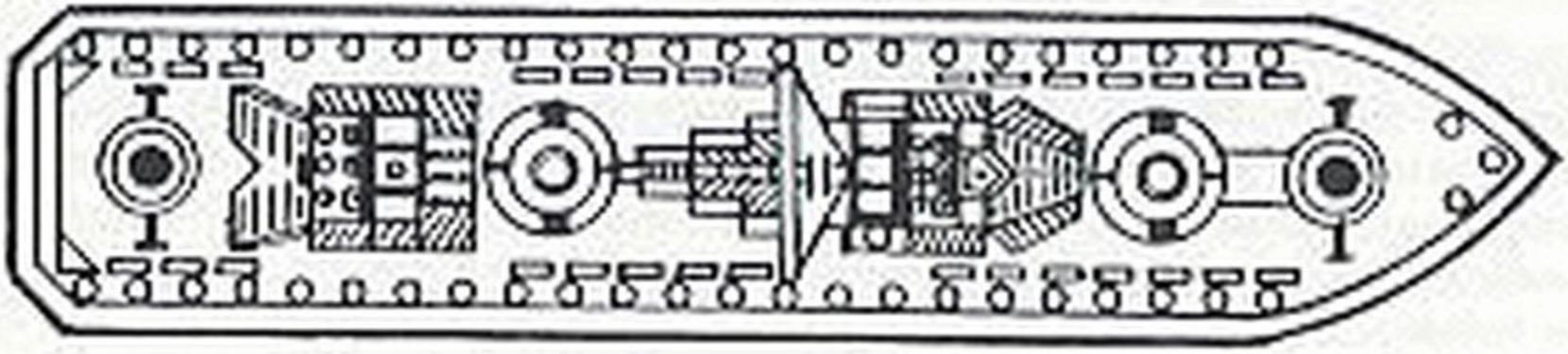
FLOATING SILO

GIANT LECTRON

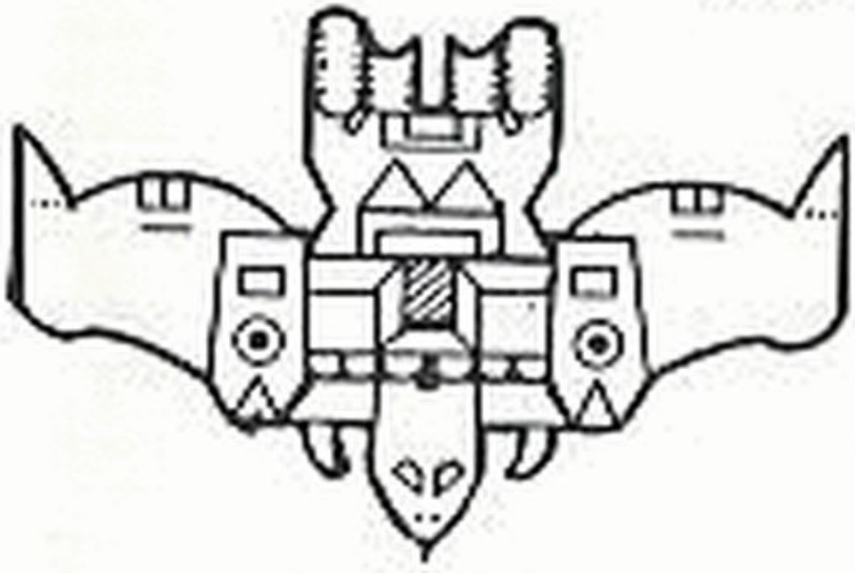
CHOPPER FORCE

DOUBLE LECTRON

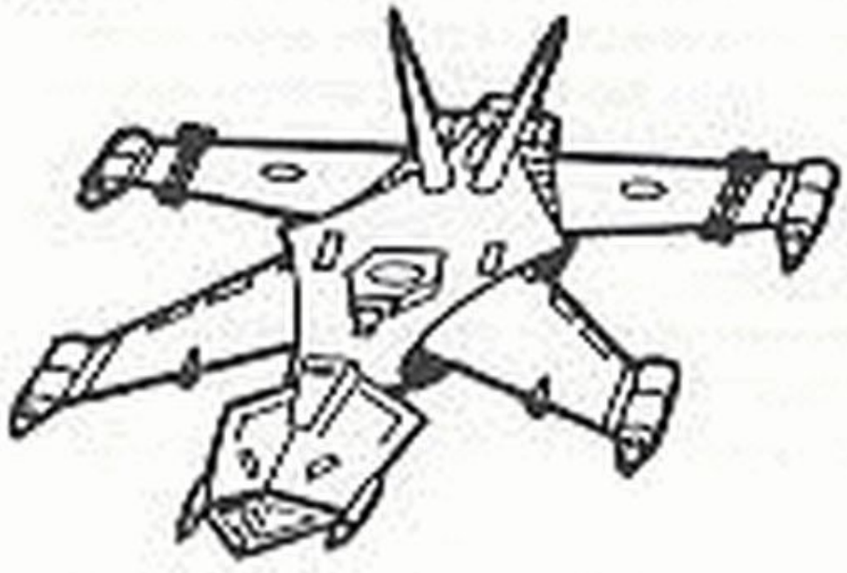
VII. MOTHERSHIPS



CHOPPER CARRIER



EAGLE DESTROYER



DOUBLE-WINGED FIGHTER

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

90 DAY LIMITED WARRANTY

Bunch Games, Inc. (MANUFACTURER) warrants to the original purchaser that this Bunch Games Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Bunch Games will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE:

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: BUNCH GAMES, INC. CUSTOMER SERVICE DEPARTMENT 1442 IRVINE BLVD., SUITE 134, TUSTIN, CA 92680.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Bunch Games be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTES

MISSION COBRA EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

DATE ____/____/____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
6) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

PLACE
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HERE

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